

Hoosier Archives also sponsors a periodic listing of the Diplomat archives at 1000 N. E. St. W., Lebanon, Indiana 46052, telephone (317) 482-2621. Archives lists: Past Diplomat Congress and Y B/Treas. International Diplomat Association. It is publishing a temporary gazette focused on articles on game play, and other game play. The Grudge Game (1971BC) and wrapping up, rating systems, and game news. Information on the archives is listed for all this and is available to the public as well. Although the archives is virtually complete in at least kerax form, missing undamaged or game are solicited, either for purchase or a loan to permit xeroxing. (See the last symposium listing in Hoosier Archives #55 for times needed.) Many original copies are now available from the archives; more are solicited so as to make them available to others. A subscription to Hoosier Archives is 15/\$2.00 or 7/\$1.00; back issues are available for 15¢ apiece (20% discount for all available). Ask for #73 to get a list of all articles through #74. This is Albion Press publication #90.

### THE GRUDGE GAME (1971BC) Spring 1907

BYZANT VICTORIOUS IN HISTORY'S FASTEST INTERSTATE POSTAL GAME!  
OTHER PLAYERS LAY DOWN THEIR ARMS

AUSTRIA: (Lakofka)	Concedes to France.
FRANCE: (Birsan)	Graciously accepts concessions from other players.
GERMANY: (Key)	Concedes to France.
ITALY: (Walker)	Concedes to France.
RUSSIA: (Gmyth)	Concedes to France.

In response to the "Player's Note" in Hoosier Archives #79, all the players conceded France by the Spring 1907 deadline on July 22nd. Ed Birsan is therefore the winner and is to be congratulated for this victory in one of the strongest fields ever assembled. He is even more amazing about this feat in that, in spite of the strong competition, Ed won the fastest time ever, a flat 7 months. The previous record was held by Ed Haller playing Italy in 1968P in Charles Reinsel's now-defunct Big Brother. Ed achieved his win in 7 months and 10 days, which still beats the now 1st fastest win by 2 months.

I must apologize for the lateness of this issue, which is the result of my slow recovery from DIPCON V. That truly memorable event will be chronicled as soon as I can get the wrap-up of the Grudge Game in order. Although that game is now history, it has generated a great controversy and comment (including statements by every player that participated) that may take a month to publish and finally lay the game to rest. Finally, I was very proud to have the game receive the Johnny Award at the DIPCON as "The Outstanding Response Diplomacy Game" of 1972.

Hopefully, the next game in Hoosier Archives, the Diplomacy Winner's Tournament, will be just as good, if not better. As stated in Hoosier Archives #77, only multiple winners that have ever had an OOD Rating of over 1000 qualify, so an all-star cast is guaranteed. It is hoped that the game will start next week as only one position is still vacant. So far signed up at the \$7.50 entry fee (which gives the winner a crack at a beautiful \$70.00 engraved trophy that was displayed at the DIPCON) are Beyerlein, Birsan, Lakofka, McCallum, Ver Ploeg, and Prossnitz. This game will include all the features of the Grudge Game, such as a press release war, a running analysis by Rick Brooks, and miscellaneous commentary.

And now, to the ghost of the Grudge Game.

Analysis (Fall/Winter 1906): Rick Bracks (R.R. 1, Box 167, Vernon, Indiana 46787)

Revisions are included.

France has K161 whenever he cares to take it, probably by moving FA Ruhr to FF Berlin to Norway, FF Edinburgh to Norwegian Sea, FF Sweden to bothnia and FA Denmark to Lake Norway in the fall. FA Finland to Norway and FA Livonia to St. Petersburg. black Norway in the spring and put two Russian units on it in the fall. But France will only FF Norwegian, FF North Sea and FA Sweden to take Norway with, not to mention FF Galicia or cut possible support from FA St. Petersburg. But Russia is unlikely to bother France after removing RF Norway and RF Norwegian.

If FF North Sea takes Norway in the spring, France will have two units on St. Petersburg in the fall. However, since they will be fleets off different coasts, France will have to be in position to convey in FA Sweden without risk of losing Sweden. This would be a possibility if FA Finland falls back to St. Petersburg in the spring.

FA Prussia to Livonia, FA Silesia (S) CA Warsaw and CA Bohemia to Galicia will hold Warsaw and follow up any Russian units falling back on the flanks. FA Munten to Tyrolia will at least block it.

But the moves that will win the game (Russia has already covered Norway by now) are in the south. FF Western Mediterranean to North Africa, FF Lyon to Western Mediterranean, FF Marseilles to Lyon and FF Brest to Mid-Atlantic cannot be blocked. Then FF North Africa (S) FF Western Mediterranean to Tunis, FF Mid-Atlantic to Western Mediterranean, and FF Lyon to Tyrrhenian will take Tunis even if Italy moves into Tunis and the Tyrrhenian. FA Tuscany (S) FA Venice to Rome probably won't go, but Venice can't be lost unless Italy and Austria work together--which is a little doubtful.

So it makes sense to play things out. For those who worry about order of moves, Italy can't finish lower than Russia unless he gets careless. It is interesting to note that Germany's apparent playing for survival and Italy playing for second have gotten France an early win. If both had stood up to him, he might have lost. Contrary to Walker's analysis, I feel that Russia would have been sensible enough to help Germany try to stall French expansion. As far as I'm concerned, Gene Prosnitz is the only player in this game that hasn't lowered himself in my esteem.

#### THE ULTIMATE REGRUDGING: PART IV

VIENNA (10 April 1907): Since everyone is playing confession in this game, I say as well add my two cents.

My opening game plan was to form an eastern coalition to destroy Turkey and, at the same time, prevent Russia from growing too strong above me. To that end, I fed Prosnitz the information on the early Russian northern campaign, stopping him from attacking Birsan right off. Such a move by England would have made Smythe the potential super power instead of Birsan. With Smythe right next to me, I did not care for that alternative.

I quickly signed a three-year peace treaty with Walker and went off to do battle with Tretick. In the west, no clear pattern was forming so all seemed to be going well. Tretick was beginning to falter but Walker's futile Lepanto opening was gaining no ground at all. Red insisted on outguessing instead of just bludgeoning the Turk! Meanwhile, Smythe got the brilliant idea of a four-way alliance versus me. Why me, I cried as I was negotiated out of position for the stab. They came from everywhere! Germany, Italy, Russia and Turkey, but only Smythe had any heart for the stab! Walker was very confused and was easily talked into continued fighting with Tretick (old feuds die hard, right, Red?). At that point, I offered Tretick Sevastopol, Rumania and Moscow and he bit--right into Smythe's rear end--cackles! John was livid and a renegotiation of the entente versus Tretick was child's play. But I didn't forget the stab Smythe dealt me!

In the west England had collapsed from heat prostration, commonly called vendetta. Key began to play an even more wishy-washy game than he had in the first few years and the stab (or shall we say take-over) came as no real surprise. Key negotiated ZERO words to me, regardless of my letters and thus he cast the die for the rise of the French super power while the east was still in a turmoil.

At this late date, just as we begin to re-align to fight the western giant, Walker states

It was so close to the game as to be almost lost in the same game. But, when I was at the game...

So here we are. Amusing was the victim of one plot after another. The plot, you could argue, was used because of getting foolishness by both Walker and Smythe. I'll be the first to admit that I was a bit of a fool.

As for those last few sections--it is my turn to get back at the two brothers. Walker did the southern portion wide open and the battle down there was almost futile. I had a great deal to do with that. I could do little to influence the game's direction as I was constantly hanging back--waiting until every few sentences so that I'll happily help out with Walker and Smythe don't have a great contest after their simple play.

So here's my year. And I'm going to get you paid!

#### REGRETTINGS

TRIESTE (14 May 1907): The Black Throng mounted vessels in the harbor, now deserted in human form. Far away in Liguria the southern wing of the Throng also began a voyage to the sea. "The Italian shall not stop up both--I shall have my revenge," croaked Crown Prince Leo as he sailed in his black corvette and gold crown, wearing two his rabbit and a sword.

All over the Southern Mediterranean persons quaked in fear at this deadly and sinister perilous. But even so, only the "Black Party" took pleasure in the upcoming fight as they prepared a meal of grist, hog back, rider and black-eyed peas. "We never eat pepper or shallots. We just drink the sweet wine!" said the Cannon Sisters.

BUDAPEST (15 May 1907): Well, Walker stabbed me, then he stabbed Beyerlein. Can you get at anyone else, huh?

EDINBURGH (12 April 1907): For all the talk of give-away, defaulted game and what not, the facts remain that anyone playing France with any kind of skill would have taken every opportunity to secure the victory that I have. There isn't a player in this game that would not and none likely has not accepted surrenders such as Proust's or Key's agreeing to be some part of the French forces in exchange for survival.

NORTH AFRICA (20 April 1907): The forces of Mafioso Kingpin Erasmo II have passed this way in their path to the lock-up complex of Tunis. Whether this is a feint to cover the second assault on Rome within our years is yet to be determined, but people close to the Kingpin have been reported to have said that Pope John has visited the Mafioso several nights in order to prepare the family jewels with enough grace so as to have the Vatican spared a second raping.

PARIS (1 May 1907): As the majestic gambling home of the Tiger Salient, M. Lorm, odds were published on the chances for the Caped Crusader to escape the contract placed on him/her by Madame Dispute. Odds have been officially posted at 97.5 to 1 in favor of the Contract being fulfilled.

NEW DIEGO (VIA PARIS) (15 May 1907): Found in a back alley brothel, the one-time Caped Crusader was witnessed an extraordinary change in his life after being raped by 12 female rhinos in one! (From both ends they ravaged the ex-crusader). Reports that Caped Crusader is now an appointed head of the Parisian zoo for well-endowed animals now seem to have some validity.

PARIS (MASHIE RELEASE) (17 May 1907): By the grace of God and the right holy spirit of Christianity, the Imperial House of the Reign has called for the abdication of Pope Juan III and the support by all peoples of the new Pope Hadrian the Seventh from Avalon. In a plea to the return to a more Pious Period, the Earl of New France (Germany), M. Jeffri, called for "Unity in principle, deed and faith in order to destroy the sinful leader of the Vatican."

EDINBURGH (IDE RELEASE) (25 May 1907): The Lords of Denmark and Scotland have gathered for the momentous decisions that must follow the final stage of the Norman conquest of Western Europe. So far it appears that a new Viking republic is about to be formed in conjunction with the Franco-Normans to control Northern Europe while a theocracy of unknown character takes command of the Mediterranean regions. In the central European plain, Germany is to be broken up into three sections: Ruhr and Kiel to form the Western Urban kingdom with Munich, Silesia and Bohemia as the Southern Tier and Berlin, Prussia and Warsaw the Eastern Agricultural Democracy.

HITTAL-CUSHER (VIA COW PASTURES): Tune in next week for the exciting conclusion of this outstanding serial! Be prepared to gasp as you learn the author of this anonymous work! Meet the winner of the Name-the-Author Contest! All this and more press in the next issue!

Due to our good fortune in obtaining originals, reprints for this issue appear only about every 10 issues. The article below is what one could call a "first reprint" in the series. It was submitted to Don Turnbull and me simultaneously with first rights going to Albion. Don has now published it in Albion #38 of 1 June, here goes. Many thanks, Rod.

### ONE-SHOT DIPLOMACY

by Rod Walker

In fan circles, a "one-shot" means a fanzine which is produced in one unique issue, as opposed to a continuing series, such as Albion, Erewhon, Graustark, or Hospital Archives. To be completely precise, a one-shot reports the doings of a group of fans at a meeting, visit, or convention, and is produced through the cooperative efforts of some or all of them.

This terminology has been taken over in postal Diplomacy, too, although its meaning is slightly modified. Generally speaking, a one-shot is (a) a single 'zine produced for a special purpose, (b) a single 'zine intended to be the first of a series but for which there were no follow-ups, or (c) a single 'zine designed to report a face-to-face game. It is this last type, which is of the most importance and greatest interest, with which I am concerned.

The first such one-shot was The Grand Fenwick Gazette, produced in 1965 by four Michigan Carolina fans and reporting a 4-man game between them. Not only were the moves of the game reported, but also thoughts of the players which they wrote at the time, and an analysis of the game over-all. The 'zine is thus a valuable document, relating a game and what went on to it.

This kind of document is very important, especially now that Diplomacy is spreading widely and rapidly. Many new players are anxious to see an entire game played out, particularly with commentary. They can get this by buying a complete run of a 'zine for a given game, but that is usually expensive and some issues in the run may be out of print. More cheaply and easily, they can buy one-shots.

Unfortunately, one-shots are not readily available everywhere. Most publishers do not produce them. I have, however, made the production of one-shots one of my primary concerns, and over the years have put out several: Grand Fenwick Gazette Number Two, Grand Fenwick Gazette Number Three, Quarmall, Osgillath, and Sandwich Island are all one-shots reporting various games (Quarmall's game is a sort of variant; the 1958 prototype of Diplomacy and included the map and rules). Another 'zine, as yet unnamed, is in the works; it reports a recently played 6-man game (no Italy). Each 'zine reproduces all the moves of a full game, together with a supply-center chart and player summary. Some sort of analysis is included: either remarks made by the players during the game, or GM analysis, or both. The idea is to create a product which the reader can both learn from and enjoy. If he wishes, he can set up a game board and follow the entire game through.

It is my hope by writing this article, to encourage more one shots. I will be happy to purchase, or trade for, any one-shot produced by anyone, so please contact me (at 479 Felton St., San Diego, Calif. 92116) if you do one.

Well, how is it done? It seems simple at first, but it isn't. Over the years, I have developed a technique which works very well. The remainder of this article will be devoted to describing that technique.

First of all, you must be very well organized. The typical kind of loose-ended Diplomacy game we all play will not do. It is almost essential to have a separate Gamesmaster. Not entirely, though: the last game, which I'll publish soon, had no GM. I played England and managed not only to keep track of things, but to win as well. But I wouldn't recommend this sort of dual role; it's too nerve-wracking.

The role of GM is pivotal. It is a good idea for him to be the one who is going to publish the game eventually. He must insure that all orders are written on standard-sized pieces of paper (I have found 3 x 5 file cards or blank computer punch cards to be the best bet). With his orders (which indicate country, game-year, and season), the player is encouraged to write comments about what he thinks is going on, what he is trying to do, why he made certain key moves, and so on. The GM collects the orders for each season separately and bands or clips them together and files them away. The comments written by the players are for his eyes alone and are never read or shown to others. Later on, the publisher can publish the comments for each season with the adjudicated orders. He should edit them carefully, however.

Some players will be seized with the urge to write nonsense, and any material which does nothing to underpinning the game should be deleted.

In addition, the GM maintains two supply center charts. One is the traditional needed chart. The other is a separate chart by name for each country. You begin by listing the names of centers. Centers gained are then added to the chart, with the date, and losses are also indicated. This will help, believe me, in keeping builds and requests straight. Here is a sample of what I mean by this sort of chart:

FRANCE:	<del>PAR</del>	MAR	PAR	SPA	FOR	<del>PAR</del>	BRE	MUN	BEL
	02			01	01	01 02 03	03	04	06

This chart shows that France gained Spain, Portugal, and Belgium in 1901, and built it in 1902, however, he lost Brest and Belgium. In 1903, he regained Brest. In 1904 he regained Belgium and in addition captured Munich. Note the date gained is below-left and the date lost is below-right (and the center is crossed off).

In this kind of game, the players must of course know beforehand that the game will be published. Their cooperation must be obtained: they must clearly date each set of orders, and they must give an order (even if only "H") to each unit (in a self-limiting situation). Requests, builds, and requests must be clearly and separately indicated, even where a timeline unnecessary in a face-to-face game (e.g., only one unit needs to be moved, there is only one player building this season, or whatever). The more complete the records are, the easier the publisher will find it. If the GM has time, he should use a bright color (e.g., red, orange) to underline orders which fail.

When I have commentary from the players, I usually follow this sequence: first I print the player comments for the season, then I print the orders, then I print a short GM comment on what happened. This will carry the reader along in logical sequence and allow him to derive maximum benefit from the game.

If at all possible, strict time limits should be observed. This will make sure that the game has a chance of being completed before the players get tired or have to leave. If the game drags, you may wind up having to publish an incomplete game, which is much less satisfying to the reader.

When you are all done, judicious editing and maximum use of abbreviations and symbols should allow you to get a complete game in 8 to 10 pages (8 to 7 sheets printed both sides): this includes moves, supply center lists each fall, commentary, supply center chart, and a short introduction on how the game came to be played, player list, and closing summary. The 4-5 sheets is important because that will keep you under 1 ounce.

Ordinarily, as a courtesy, a copy is sent to each of the players. The rest can be sold. Considering the time and effort you have invested, 35¢ seems to me a fair price. My usual run of such 'zines is 50. Don't expect a run on the 'zine, though; even with fairly extensive advertising among novices, I sell only 2 or 3 a month, at the most, so that a stock of 50 will last you quite some time.

Copies of the one-shots I have produced are 35¢ each. Again, I hope that anyone who produces a one-shot will let me know because I will certainly want to trade for or purchase a copy. Also, I will be happy to answer further questions about this somewhat off-beat aspect of our hobby.

#### THE CALHAMER POINT COUNT RATING LIST BY COUNTRY

##### Germany

1,500	Hal Naus	1,000	Bud Pendergrass	.450	Dave Johnston
1,200	Mehran Thomson		Jerry Pournelle	.333	Robert Madigan
	Rod Walker		Low Pulsipher		Chuck Corey
1,167	Andy Phillips		George Schelz	.250	Ed Halle
			Buddy Tretick		Terry Much
1,000	Ken Borecki		Monte Zelazny		
	Mike Goldstein	.500	Frank Clark	.200	Peter Rosenilia
	John Koning		James Latimar		James White
	Dave Lindsay				

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